

CLAIMS

1. A method of managing fitness data, the method comprising:
converting hand-marked fitness data to electronic fitness data; and
displaying fitness information based on the electronic fitness data.
2. A method in accordance with claim 1, wherein the converting comprises:
scanning a fitness data record including the hand-marked fitness data to
produce a digital image; and
processing the digital image to recognize characters of the hand-marked
fitness data to produce the electronic fitness data.
3. A method in accordance with claim 2, further comprising:
transmitting the electronic fitness data through a communication network
to a user terminal, wherein the displaying is through the user terminal.
4. A method in accordance with claim 3, wherein the processing comprises:
analyzing the hand-marked fitness data with an intelligent character
recognition (ICR) process.
5. A method in accordance with claim 3, wherein the processing comprises:
analyzing the hand-marked fitness data with an optical mark recognition
(OMR) process.
6. A method in accordance with claim 3, wherein the processing comprises:
analyzing the hand-marked fitness data with an optical character
recognition (OCR) process.
7. A method in accordance with claim 3, wherein the hand-marked fitness data
comprises handwritten characters expressing characteristics of a physical activity.
8. A method in accordance with claim 7, wherein the handwritten characters

express a number of repetitions of the physical activity.

9. A method in accordance with claim 7, wherein the handwritten characters express a number of sets of the physical activity.

10. A method in accordance with claim 7, wherein the handwritten characters express a weight used during the physical activity.

11. A method in accordance with claim 7, wherein the handwritten characters express a physiological condition of a user during the physical activity.

12. A method in accordance with claim 7, wherein the handwritten characters express an environmental condition during the physical activity.

13. A method of managing fitness data, the method comprising:
 scanning a fitness data record including the hand-marked fitness data to produce a digital image;
 converting the hand-marked fitness data to electronic fitness data by processing the digital image to recognize represented values of the hand-marked fitness data;
 transmitting the electronic fitness data through a packet switched network to a user terminal in response to a user request; and
 displaying fitness information based on the electronic fitness data.

14. A method in accordance with claim 13, wherein the processing comprises:
 analyzing the hand-marked fitness data with an intelligent character recognition (ICR) process.

15. A method in accordance with claim 13, wherein the processing comprises:
 analyzing the hand-marked fitness data with an optical mark recognition (OMR) process.

16. A method in accordance with claim 13, wherein the processing comprises:
 analyzing the hand-marked fitness data with an optical character recognition (OCR) process.

17. A system for managing fitness data, the system comprising:
a scanning device for scanning a data record comprising hand-marked fitness data;
a data processor for converting the hand-marked fitness data into electronic fitness data; and
a user terminal for displaying fitness information based on the electronic fitness data.
18. A system in accordance with claim 17, further comprising:
a server for generating the fitness information based on the hand-marked fitness data.
19. A system in accordance with claim 18, wherein the server is for transmitting a fitness information message based on the fitness information through a communication network to the user terminal.
20. A system in accordance with claim 19, wherein fitness information message is formatted in accordance with hypertext markup language techniques and the communication network includes an Internet.
21. A system in accordance with claim 19, wherein the data processor comprises an automated data collection engine for generating the electronic fitness data based on a recognition of hand-marked fitness data values of the hand-marked fitness data.
22. A system in accordance with claim 21, further comprising:
a data verification engine for verifying an accuracy of the electronic fitness data.
23. A system in accordance with claim 21, wherein the hand-marked fitness data comprises handwritten characters expressing characteristics of a physical activity.
24. A system in accordance with claim 23, wherein the handwritten characters

express a number of repetitions of the physical activity.

25. A system in accordance with claim 23, wherein the handwritten characters express a number of sets of the physical activity.

26. A system in accordance with claim 23, wherein the handwritten characters express a weight used during the physical activity.

27. A system in accordance with claim 23, wherein the handwritten characters express a physiological condition of a user during the physical activity.

28. A system in accordance with claim 23, wherein the handwritten characters express an environmental condition during the physical activity.

29. A system in accordance with claim 21, wherein the fitness information comprises graphical information conveying a relationship between two or more fitness data values.

30. A system in accordance with claim 17, wherein the fitness information comprises a table conveying a relationship between two or more fitness data values.

31. A system in accordance with claim 17, wherein the fitness information comprises written text conveying a relationship between two or more fitness data values.

32. A server for managing fitness data, the server configured to generate fitness information from electronic fitness information derived from a digital image of a data record comprising hand-marked fitness data.

33. A server in accordance with claim 32, the server further configured to transmit a fitness information message based on the fitness information through a communication network.

34. A server in accordance with claim 33, wherein the fitness information message is a hypertext markup language (HTML) message.

35. A server in accordance with claim 33, wherein the hand-marked fitness data comprises handwritten characters expressing characteristics of a physical activity.

36. A server in accordance with claim 35, wherein the handwritten characters express a number of repetitions of the physical activity.

37. A server in accordance with claim 35, wherein the handwritten characters express a number of sets of the physical activity.

38. A server in accordance with claim 35, wherein the handwritten characters express a weight used during the physical activity.

39. A server in accordance with claim 35, wherein the handwritten characters express a physiological condition of a user during the physical activity.

40. A server in accordance with claim 35, wherein the handwritten characters express an environmental condition during the physical activity.

41. A server in accordance with claim 33, wherein the fitness information comprises graphical information conveying a relationship between two or more fitness data values.

42. A server in accordance with claim 33, wherein the fitness information comprises a table conveying a relationship between two or more fitness data values.

43. A server in accordance with claim 33, wherein the fitness information comprises written text conveying a relationship between two or more fitness data values.